

Quantum Redshift



Red Power-up: This powers your Homing Weapon (B button).



Blue Power-up: This powers your blue Non-Homing Weapon (X button).



Yellow Power-up: This powers your Overshield (Y button).



Mega-up: This is the equivalent of getting a red, blue, and yellow Power-up all at once.



Bonus chip: This adds extra points to your total.

0702 Part No. X08-96006



Microsoft
game studios

XBOX



Quantum Redshift



Featuring
music by
Junkie XL!



SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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Welcome to *Quantum Redshift*™

You don't go this fast.

We don't care what kind of car you drive or where you drive it. We don't care if you're a fighter pilot, a space pirate, a skydiver, or some sort of bio-engineered cheetah person. You don't go this fast.

There are a handful of people on Earth who can handle these speeds, who can keep their seats clean when the world outside the cockpit window starts to blur from the sheer freaking velocity.

And now, for the first time, they're all in one place. A world championship has been created for the fastest men and women on Earth. It's never been done before, kids. It's bigger than you, so don't be ashamed of your ignorance. This will explain it all.

This here, in your untrustworthy little hands, is a taste of the glory.



Main Menu

You know, it's not as if they just hop in their SPARCs and start driving around and frying each other with lasers. It's a little more nuanced than that.

Tournament

There's a tournament, sure, a world championship, and your Aunt Boopie knows about that.

Time Attack

And sometimes, maybe a racer will hop in his or her ride and just tear buttocks around the track. No weapons, no other racers. Just the speed rush for companionship.

Quick Race

But *Quantum Redshift* racers also have little private runs—no prizes, no world rankings. The point: six racers, one track, weapons allowed.

Multiplayer

Then, maybe two, or three, or four friends will get together for a nice friendly race.

Options

A racer has to get everything just so. The right tunes, the right HUD settings, keeping up on the latest records and standings—it's important stuff, kid. Pay attention.

Demos

It's a big world. See what other Xbox games are out there.



Driving Controls

Face it, loser. You're never getting your greasy mitts on the control yolk of a Single Person Armed Racing Craft (SPARC). You'd probably just smear the thing into a wall anyway, so we're all better off.

But we know you'd high-jump over your grandma for a peek inside one of these sweet babies, so peek away.

Don't drool on the paper, freak. It wrinkles.



Left Thumbstick	Steer Left/Right
D-Pad	Tilt Back/Forward
Left Trigger	Powerslide
Right Trigger	Accelerate
	Turbo Boost
	Fire Homing Weapon
	Fire Non-Homing Weapon
	Activate Overshield
	Change Camera View
	Rear View
START	Pause
BACK	Reset SPARC on Track





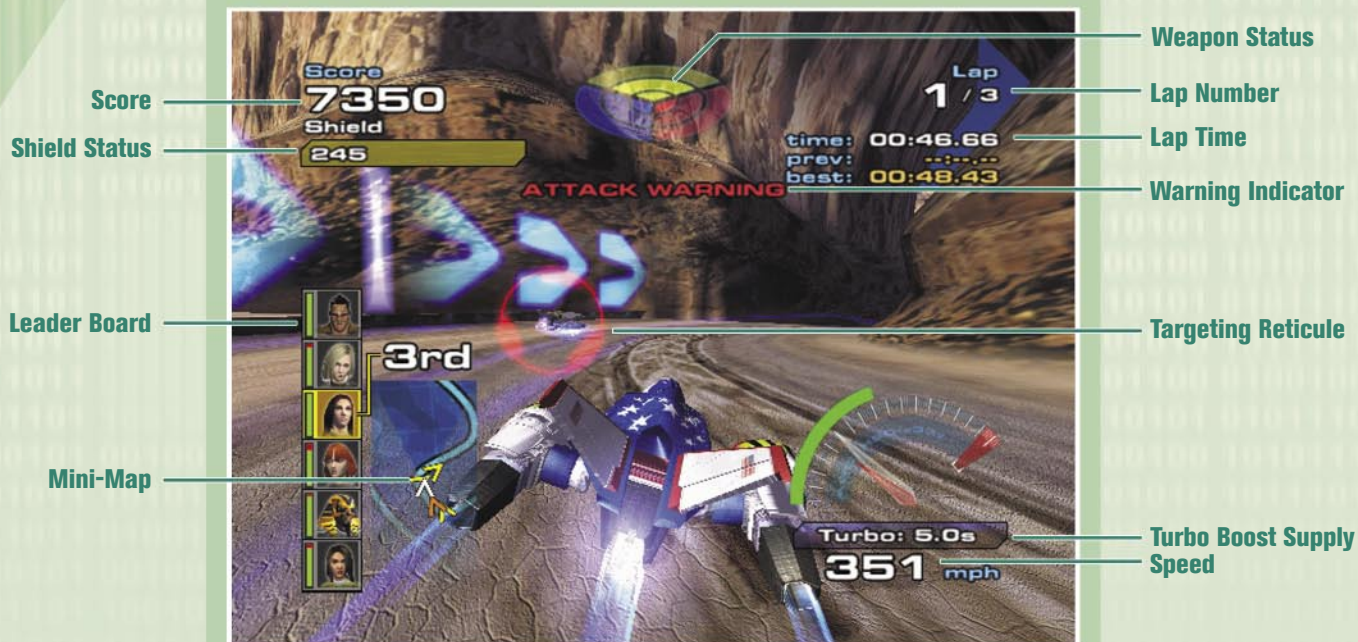
Tara Vivas
*This is my chance to
put my past behind
me and move on.
Don't get in my way.*

HUD

Heads-Up Display (HUD)

Your *Quantum Redshift* heroes don't just look out the window and steer. Every SPARC is equipped with a Heads-Up Display (HUD) that gives every racer a complete picture of his or her speed, weapons, shields, and race position.

Ever wonder what it's like to fly one of these babies? Just hold this picture up to your face, and run around the room at 900 mph. (For added realism, ask a friend to shoot heat-seeking missiles at you.)



6

7

Ship: Azeman
Pilot: Tara Vivas
Weapons: Advanced
Military






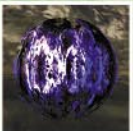
Prince Yuri Galitz
*You can tell the rabble
 this: Opposing me
 would be most
 unwise.*


On the Track

So maybe you're flying around in your SPARC, and you notice all these glowing blobs and objects on the track. Those are nuggets of pure goodness, and it's in your best interest to plow right through them.




 **Red Power-up:** This glowing red object provides power for your homing weapon (**B** button).




 **Blue Power-up:** This baby gives you juice for your non-homing weapon (**X** button).



 **Yellow Power-up:** This powers your Overshield (**Y** button), which protects you and helps restore your shields.



 **Mega-up:** This purple and white star is the equivalent of getting a red, blue, and yellow Power-up all at once.



Bonus chip: This adds precious points to your total, which you can convert to cash after races to augment your ship's turbo, weapons, and shield systems.

Tournament

You'll start with access to both the **Novice** and **Amateur** tournament levels. If you're feeling ambitious, try starting with the four-event **Amateur** tournament.

Or, to start things off a little easier, try the two-event **Novice** tournament first. This also will give you a couple more races to earn cash and upgrade your ship before starting the **Amateur** tournament.

After you complete the **Amateur** tournament, you'll unlock the four-event **Expert** tournament. From there, you'll face the five-event **Master** tournament.

The toughest level of competition is the **Redshift** tournament.

Of course, as you advance through the tournaments, you'll face tougher competition and faster top speeds.

Nemesis Challenge

When competing in the **Amateur**, **Expert**, **Master**, or **Redshift** tournaments, you'll face a **Nemesis Challenge**—a one-on-one race with your character's nemesis. Winning any of these tournaments unlocks your character's nemesis.

Ship: Zaitys
Pilot: Prince Yuri Galitz
Weapons: Corrosives





Kumiko Nikaido
*I will win to honor my
father, my country,
and my fans!*

Augmenting Your Ship

In an effort to make things fair for the, well, less generously sponsored racers, the rules of the World Championship dictate that every SPARC must start with standard, Level 1 weapons, turbo boost, and shield systems. Racers can upgrade their ships only with the prize money they earn during the tournament.

Aside from winning events, racers can earn more loot by collecting objects on the track and through "successful deployment of ship weapons against opponents."

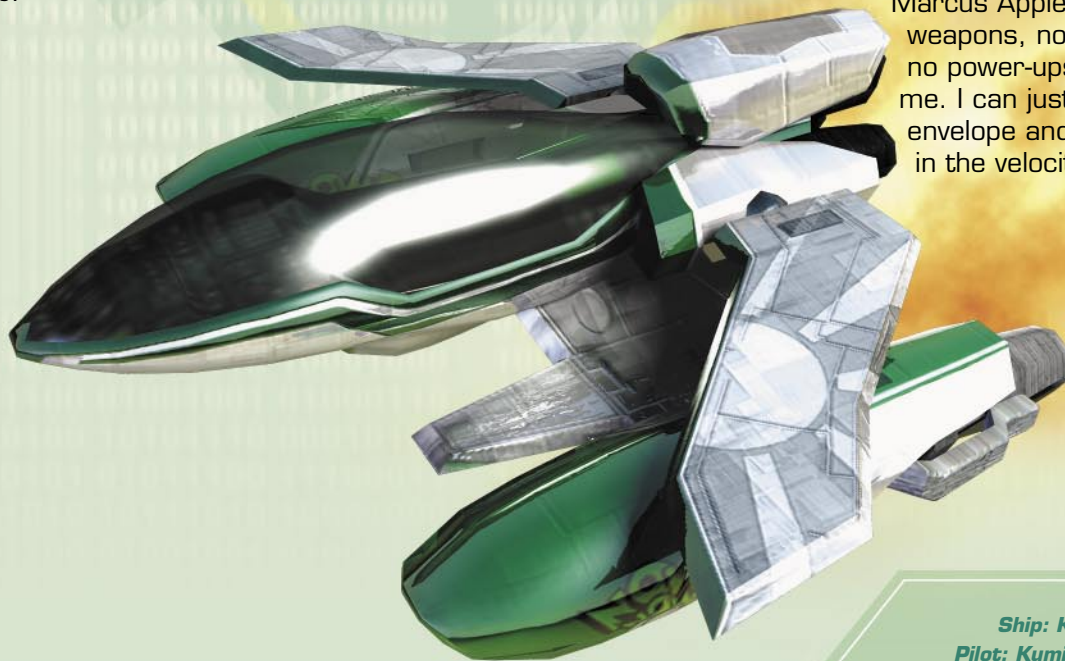
Y'know—blowin' stuff up.

Time Attack

When not participating in tournaments, racers spend countless hours on the track, working to shave every nanosecond off their best times.

These solitary training sessions give racers a chance to hone their piloting skills without the distraction of other drivers or weaponry. Some racers say they enjoy these training sessions almost as much as actual competition.

"It's a nice change," says the United Kingdom's Marcus Appleton. "No weapons, no explosions, no power-ups to distract me. I can just push the envelope and lose myself in the velocity."



Ship: Ki-Rin
**Pilot: Kumiko
Nikaido**
Weapons: Electronic





Zaki Shaheen
*None may best me.
I am the strongest
racer in the world!*

GAMEPLAY

Quick Race

Though not officially sanctioned or sponsored, racers often have short single-race events on their home tracks. This is a good opportunity for the racers to size each other up and get some practice when not in tournament competition.

Although the racers don't earn money in these single-race events, they are allowed to use weapons, and the tracks are supplied with weapon power-ups. In keeping with custom, single races have six participants, including the host racer.



Multiplayer

Let's say you have friends. Close your eyes, and just go along with it, ok?

So, let's say you had one, or two, or even (dare to dream) three friends, and you all owned SPARCs, and you wanted to take them out for a friendly little competitive spin. You know, fly around at the speed of sound and fire plasma weapons at one another. Good clean fun.

Multiplayer mode lets you play up to four player split-screen with the unlocked characters of your choice.



Ship: Mafdet
Pilot: Zaki Shaheen
Weapons: Thermal





Jordan Reynolds
Finally, a World Championship. I suppose I can stop holding back now.

CHARACTERS

Character Bios



Tara Vivas

Come on. Pop queen, about a quadrillion albums sold, Tara Vivas was the woman every teenage girl wanted to be, and the one every teenage guy just plain wanted. Her singing career crashed, literally, a few years ago, when she lost control of her hovercar and collided with another vehicle, killing the parents of a young girl named Alicia Waverly.

Tara slowly built a new career as a *Quantum Redshift* racer but, last year, lost the North American crown to a certain upstart racer named—yeah—Alicia Waverly. Think there's a grudge here?

Prince Yuri Galitz

So, this guy says he's the last descendant of the Czars of Russia, and no, that's not the name of a band. Other people say he's just a crime lord with lots of money (enough to buy his own personal kingdom in the mother country). I'm sure he's just a really nice, misunderstood guy. (Sucking up never hurts, my friends. Say it with me now).

Superstitious by nature, "Prince" Yuri believes the World Championship is his destiny.



Kumiko Nikaido

I've been to Japan, and lemme tell you, you can't swing a dead anything around without smacking it into a picture of Kumiko Nikaido. The woman has her own national holiday, folks. I don't make this stuff up.

She's even more popular than her dad, Shingen, who had a massive run as Japan's national *Quantum Redshift* champion back in the golden days. And she's way more popular than her sister, Ami, who went rotten cuz her dad never hugged her enough. Or something. I'm not, like, a shrink here.

Zaki Shaheen

Here's a weird story. This college kid is on a dig in some tomb in Egypt, and a sandstorm comes up and blows him into the desert. Everyone thinks he's dead. Then—wham. He walks back into civilization years later. This is Zaki Shaheen.

Zaki, who was an amateur *Quantum Redshift* enthusiast before the storm, claims his inheritance (and yeah, it's more than you're getting) and goes full bore into the sport, maintaining that his time in the desert made him tougher and more deserving of victory than anyone on Earth.

And if that's not weird enough, now there's this guy in a Pharaoh mask who keeps popping up at races and basically trying to run him into the ground. Is *my* life this interesting? No.



Ship: Talamur
Pilot: Jordan Reynolds
Weapons: Plasma





Marcus Appleton

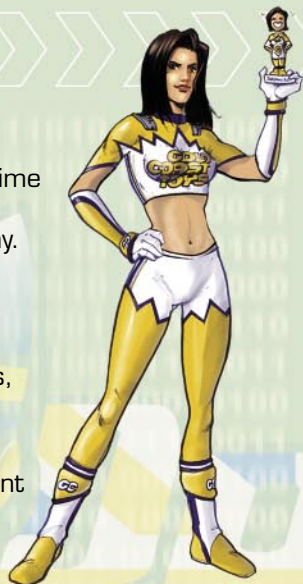
All I know is the first one to the end wins. It's not rocket science.

Jordan Reynolds

This is Australia's golden girl, a long-time national champion, and probably the most recognizable face in racing today. That midriff-baring racing suit doesn't hurt, either.

She's also more heavily involved with racing politics than most of her peers, leading a public crusade against the lower, unsanctioned "blood" circuits.

This crackdown included the indictment of Cassandra Foxton, mother of Kiri Foxton. Some less charitable people might say it was a convenient way for Jordan to knock Kiri out of last year's Australian National Championship.



Marcus Appleton

Here's a guy who started off as the mechanic for Jaya Kushala, the one-time *Quantum Redshift* national champion in the UK, and then ended up moving from her garage to her bedroom. And she sure doesn't keep her SPARC in there.

Then—THEN—he starts racing on his own and beats Jaya on the track at the last UK National Championship. Two words for you: Cut. Off.



Leah Mathias

If you know who Leah Mathias is, then you either feel sorry for her or you're just kinda sick of her. On one hand, she lost her boyfriend a few years ago when former German national *Quantum Redshift* champion Max Steinhauer, well, blew him up (which wasn't actually the problem. The poor sap's emergency pop cage never activated.)

But the woman never smiles, never says anything to the press, and totally ignores her fans and supporters. She just races and races and frowns a lot. I mean, really, move on already.

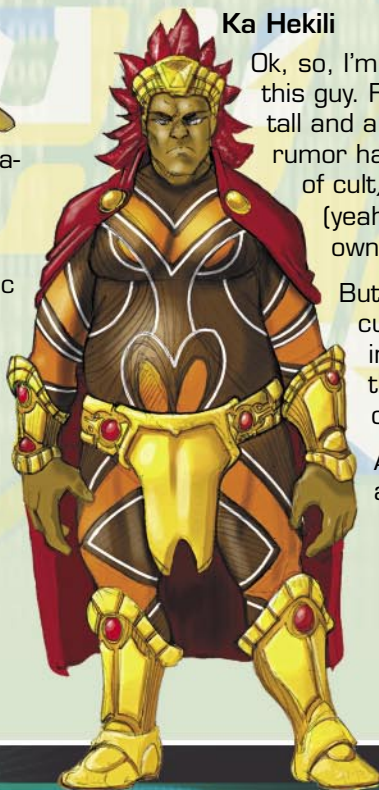


Ka Hekili

Ok, so, I'm not saying anything bad about this guy. First of all, he's about seven feet tall and a gazillion pounds. And secondly, rumor has it that he runs some sort of cult/criminal empire on his island (yeah—he owns an island. Do you own an island?).

But, when I say gazillion pounds and cult/criminal empire, I mean that all in the nicest way. And then there's the rumors about the giant alien cyborg thing that's trying to kill him.

Again, not that there's anything bad about that.



Ship: Loogaroo
Pilot: Marcus Appleton
Weapons: Sonic





Leah Mathias
I have nothing to say. Please leave me alone.

Track Descriptions

Silver Rock Canyon

This is Tara Vivas' home track, located in Silver Rock National Park in New Mexico. It's an amazing work of art, complete with a big loop-de-loop. But, it might violate some sort of zoning law to build a giant metal and concrete racetrack in the middle of a national park.



Kalau Wastelands

This place is definitely a wasteland, but the north Siberian territory of Kalau is where Prince Yuri Galitz built his palace and home course. Formerly a sub-critical nuclear test area, certain parts of the Kalau are still off limits, although the zone containing the raceway has been certified as "Within Acceptable Radioisotope Limits."



Three-headed fish? What three-headed fish?

Fuusoku City

Before Tokyo got turned into the world's biggest petri dish in 2042, the track at Fuusoku City seemed like a waste of time. Everyone knew Tokyo was *the* place to race in Japan.

A few trillion microbes later, Tokyo wasn't looking quite so hospitable, and Fuusoku has enjoyed a huge upswing in popularity as Kumiko Nikaido's home track.



Flames of Ra

Located in Egypt, the Flames of Ra Raceway is the home track of Egyptian Champion Zaki Shaheen. It's nestled in the heart of Giza, but you might notice one extra pyramid—a big shiny glass and metal one. That's where Zaki lives.



Ship: Tatzlwurm
Pilot: Leah Mathias
Weapons: Ice





Ka Hekili

*You are all fools
to challenge me! I
will crush you like
insects!*

Solar City

Sometimes referred to as "Hong Kong Down Under," Solar City has a little of everything to offer and a lot of Pacific Asian flavor. It also now houses a giant spaceport, which seems to be interfering with the local raceway.

If a compromise between the racing community and the spaceport can't be found, Jordan Reynolds might need to find a new place to call home.



Brackenstowe Vale

Located in the glorious Lake District, Brackenstowe Vale is the track for water specialists.

In fact, the heavy terrain bias of the track has caused heated debate as to whether it even should be included in a world championship—to which Marcus Appleton's response has been: "Get a better ship."



Mount Grauen

This track is unusual, because there are relatively few artificial surfaces. Mount Grauen is suited perfectly to Leah Mathias' light, off-road optimized vehicle.

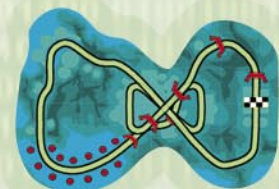
Despite her undeniable success on "The Mountain," Leah has a love-hate relationship with her home course, as this was where her fiancé died while racing Max Steinhauer.



Draco Island

Ten years ago, the Pacific island of Draco awoke from its slumber and spewed a fiery column into the sky, raining lava into the ocean and declaring its presence in spectacular style. Not, as most would say, the best time to buy the island.

But, that's precisely what the extraordinary Ka Hekili did. The multi-billionaire pilot spent a fortune acquiring Draco and converting it into a private playground and track.



Ship: Na Kika
Pilot: Ka Hekili
Weapons: Lava





Silver Rock Canyon
Home of Tara Vivas

PLAYER PROFILES/OPTIONS

Profiles

Your profile is like your personal racing dossier. It saves all of your options, **Tournament** progress, and everything you've unlocked in the game to one place under a name you choose.

If you want to start at any time with a fresh slate, you can create a new profile.

Your profile makes it possible for you and your friends, family, housemates—whatever—to play *Quantum Redshift* without messing up each other's progress.

The first time you start a game, you'll be asked to create a profile. From then on, to make a new profile or delete an old one, press the **B** button while on the **Main Menu**.



Options

Use the **Options** menu to customize game and sound settings, view track records, or meet the team behind *Quantum Redshift*.

Game Settings

Use this menu to set the number of laps in **Multiplayer** mode, HUD type, brightness, speed-unit settings (km/h or mph), or to turn controller vibration on or off.

Sound

Use this menu to optimize sound for headphones, or to change your music, environmental sound effects (SFX), or engine volume.

Kalau Wasteland
Home of Prince Yuri Galitz





Playlist Management

Quantum Redshift has a ridiculously cool soundtrack by none other than Junkie XL. But, maybe you like racing to banjo music. Fine then, make your own custom soundtrack.

You can customize your music selection and add your own music using the **Music Playlist** controls.

To activate your custom playlist

1. From the **Main Menu**, select **Options**, then **Sound Settings**, and then **Music Options**.
2. Highlight **Music Source**, and select **Custom**.
3. Select **Edit Custom Playlist** to add or remove songs from your playlist.

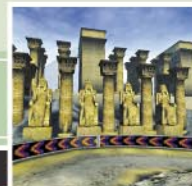
To add music to your playlist

1. In the right column, highlight the song you want to add. You can press the **Y** button to preview the song.
2. Press the **A** button to add that song to your playlist. The song will be added to the left column, which shows your active playlist.
3. Continue to add songs to your playlist by repeating steps 1 and 2.
4. When you're finished, press the **B** button to exit the **Music Playlist**.

To remove music from your playlist

1. In the left column, highlight the song you want to remove. You can press the **Y** button to preview the song.
2. Press the **A** button to remove that song from your playlist. The song will be added to the right column, which shows available songs that are not in your active playlist.
3. Continue to remove songs from your playlist by repeating steps 1 and 2.
4. When you're finished, press the **B** button to exit the **Music Playlist**.

For information on copying tracks from audio CDs, consult your Xbox instruction manual.





Solar City

Home of Jordan Reynolds

GHOSTS/MUSIC/CREDITS

Ghosts

Ghosts are created in **Time Attack** mode. You zip around the track as many times as you want, and when you're done, you'll be asked if you want to save a ghost. Follow your heart.

Next time you try a **Time Attack** on that track, you can race against your saved ghost, even if it's a different character.

You also can get rid of ghosts by selecting **Options** from the **Main Menu**, and then selecting **Ghost Data**. Pick the ghost you want exorcised, and press the **X** button.



Music Licensing

Featuring musical score by Junkie XL. Composed by Tom Holkenborg, published by Careers-BMG Music Publishing, Inc., (BMI) o/b/o Roadcrew Music, Inc. Courtesy of Roadrunner Records, Inc. All rights reserved. Used by Permission.

"Crusher" performed by Junkie XL. Composed by Tom Holkenborg, published by Careers-BMG Music Publishing, Inc., (BMI) o/b/o Roadcrew Music, Inc. Courtesy of Roadrunner Records, Inc. All rights reserved. Used by Permission.

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Curly Monsters are
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Lee Carus
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Chris Roberts
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... and here's
what we did

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Special Thanks: Ed Fries,
Shane Kim, Pete Parsons,
AJ Redmer, Bill Nielsen,
Shannon Loftis.

See the in-game credits for a complete list of the *Quantum Redshift* team members!

● = Volt ● = S&T Onsite
● = Weird Music

Brackenstone Vale
Home of Marcus Appleton





Mount Grauen

Home of Leah Mathias

WARRANTY/TECHNICAL SUPPORT

Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

Warranty

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90 day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

Returns within 90 day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90 day period described above. TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

Get an Edge on the Game!

Xbox Game Tips (Automated): Available 7 days a week including holidays, 24 hours a day.

- In the U.S., call 1-900-933-TIPS. \$.95 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

Xbox Game Tips (Support Representative): Available 7 days a week including holidays, 6 A.M. to 10 P.M. Pacific time.

- In the U.S., call 1-900-933-TIPS. \$1.40 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

Important: Individuals under 18 years of age need a parent's or guardian's permission to call a pay-per-call number. Local and long distance telephone toll charges may apply. It is the customer's responsibility to check with their telephone company to determine if additional telephone charges will apply. Permission required from the telephone bill payer. Prices subject to change without notice. May not be available in all areas. Requires a touch-tone telephone. Call length is determined by user. Messages subject to change without notice.

Games Technical Support: Available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX.
TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12.
TTY users: 001-866-251-26-21.

Note: Game tips are not available from 1-800-4MY-XBOX. You must call Xbox Game Tips (Automated) or Xbox Game Tips (Support Representative) for tips, hints, or codes.

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